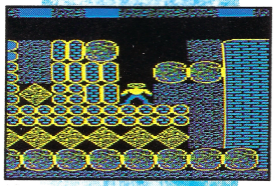
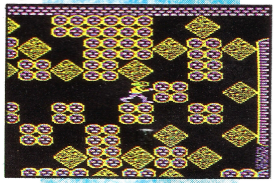
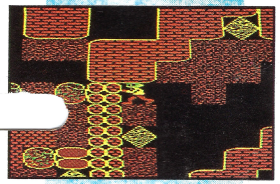
The object of **REPTON** is to collect all the diamonds on each screen avoiding the falling rocks and lurking reptiles.

You have a limited amount of time in which to complete each screen.

There are 12 screens each requires you to solve a series of puzzles by determining your routes to collect the diamonds.







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INSTRUCTIONS

The object of **REPTON** is to collect all the diamonds on each screen avoiding the falling rocks and lurking reptiles. You have a limited amount of time in which to complete each screen: the TIME indicator starts at 6000 and decreases down to 0; you then lose a life.

There are 12 screens (denoted A to L). Basically, each screen requires you to solve a series of puzzles by determining your routes to collect the diamonds. A rock or an egg will fall if it is unsupported, and if a falling rock lands on you it will kill you.

On screens A to H, a map is available for viewing. Only 1/16th of the full area covered by the map is shown on the main screen at any time. On screens I to L, there is no map available.

To view the map, press RETURN to return to the status screen and then press the 'M' key.

Screen A is relatively easy to complete. After the screen has been completed a password is given. Entering this password at the start of the game will then take you straight onto screen B. Likewise, passwords are given at the completion of all further screens.

From screen B onwards, eggs, safes and keys are present. When an egg falls, it cracks upon landing and a reptile emerges. Contact with the reptile is fatal. In order to open the safes, the key must be located. When you pass over the key, all the safes open to reveal a diamond.

It is possible to complete each screen without losing a life.

GAME CONTROLS

Z - Move left **X** - Move right **★** - Move up **?** - Move down
RETURN - Return to status screen (and stop timer)
ESCAPE - Kill yourself (useful if you become trapped)
S - Sound on **Q** - Sound off **D** - Music on **W** - Music off
R - Return to start of game
M - View Map (Screens A - H, Status Screen)
P - Enter password (Start of game only)

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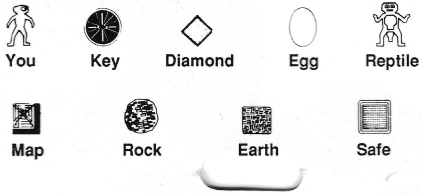
GAME CHARACTERS



LOADING INSTRUCTIONS

One side of this cassette is a BBC version, the other side is the Electron version. Please select the correct side for your computer.

If you have an Econet or Disk Filing System fitted, type the following:

★TAPE

and press the **RETURN** key.

If you have Econet, type the following:

?&224=&A6

and press the **RETURN** key.

Now type **CHAIN""** and press the **RETURN** key.

Press **PLAY** on your cassette recorder and wait for the program to load.

If you have loading problems:

Try adjusting the volume level on your cassette recorder. If it has tone controls, they should be set to output the maximum treble.

In the unlikely event of the cassette failing to load, return it to us and we will immediately send a replacement.

Blue Ribbon Software Ltd.
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